



Agility **FUN** Match - Saturday, April 3rd, 2010

Closing Date: March 28th, 2010

Indoors in a 75' X 150' arena, on dirt floor. We have a heated kitchen and heated washrooms. There is also space for setting up your crates etc. We will have a potluck for lunch. Please bring something tasty!

Schedule of Events

8:00am Measuring
8:15am Judge's Briefing
8:30am First Event

Judge: Brenda Juskow from Halifax

Please bring a stop watch for your walk through and strategy planning!

Running Order
Puppy Play - 3-6 months; 7-11 months
For dogs 12 months and older;
Standard - Beginner, Intermediate, Expert
Snooker - Beginner, Intermediate, Expert
Gamblers - Beginner, Intermediate, Expert

IMPORTANT: The indoor arena belongs to a horse barn. There are horses on the property.

For the safety of ALL, please make sure dogs are kept under control and away from the horses.

GENERAL INFORMATION & GUIDELINES

*It is the responsibility of each handler to be aware of the following
Agility FUN Match General Information & Guidelines*

This Agility FUN Match is being organized to simulate the environment of an Agility association of Canada (AAC) sanctioned agility trial. With the exception of the Puppy Play runs, AAC rules and guidelines will be followed whenever applicable and

possible. If you are new to agility and not familiar with the AAC please visit their website www.aac.ca and once on the home page click on RULES on the right hand side and scroll down to the bottom to see the Complete AAC rule book. Bitches in season, dogs recovering from injuries or showing signs of aggression will NOT be permitted to run. Handlers should show respect for all volunteers, judges and other competitors. In the spirit of sportsmanship and fairness to others, the disregard of these guidelines will be grounds to dismiss both dog and handler from the Agility FUN Match.

Entries can be emailed (please contact Brigitte for the registration in **word doc** format), mailed or hand delivered to:

Brigitte Eisengruber
208 Meadowvale Road
RR # 6
Kingston /NS
B0P 1R0
email:
b_eisengruber@yahoo.ca

NO late entries will be accepted. Closing Date: March 28, 2010

Payment

Payments can be made **in cash** on the day of the FUN Match. **Please have exact change** to help process your entry a.s.a.p. on the day of the FUN Match.

Cheques may be **post-dated up to the closing date**, and will be cashed immediately following the closing date. NSF checks are subject to a \$20 service charge and all fees must be paid prior to your acceptance in the FUN Match.

Pre-registration is required in order to guarantee a spot in the running order!

No entries will be withdrawn after the closing date, with the following exceptions:

- 1)** Dogs that have been injured after the closing date or bitches in season – a vet certificate is required for refund
- 2)** Extenuating circumstances will be evaluated on an individual bases.

Confirmation Letters will be sent via e-mail unless otherwise requested **within 3 days of closing date.**

Entering Multiple Classes

Do you have a dog that is in between classes? Handlers can choose to enter the same dog in two classes for each run i.e. entering both Beginner & Intermediate OR Intermediate & Expert. Please make sure you are available to volunteer during at least two other classes during the day.

GENERAL INFORMATION & GUIDELINES

Treats & Toys

Handlers will have the option to use treat & toys in the ring with the following conditions.

1. Food rewards must be securely contained to avoid being accidentally dropped or lost while running. In the event the food treats are accidentally spilled on course, the handler is responsible to stop and pick the treats up. Any time it takes to clean up a treat spill will be included in your maximum course time.
2. Food rewards should be feed directly to your dog to avoid dropping/losing treats in the sand
3. Toy rewards should be securely contained as to not accidentally be dropped and tripped on by either dog or handler.

Collars & Restraints

For safety reasons and to encourage and evaluate off leash control, all dogs must run “naked.” This means collars; harnesses and all other restraint system must be removed prior to your dog beginning their run.

Handler Assistants

Participants will have the option of having a handler assistant run along or be strategically placed on the course during their run. A handler assistant may be useful to carry, place or throw rewards to your dog. Assistants can also help with certain trouble spots that many new or beginner dogs and handlers experience like helping ease down a Teeter or restrain a dog before a tunnel or chute. In order to keep the match running as efficiently as possible handlers and any assistants should have developed a clear plan of handling prior to their run and may be subject to a shorter maximum allowable time on course.

Obstacle Familiarization

There will be **no** obstacle familiarization offered however at least 1 warm-up area with two jumps will be provided. The warm-up area is for use with dogs that are about to run.

Ring Ready

In order to run a more efficient trial, handlers are responsible to check-in at the gate for each event, and be on-deck, ready for your turn. Failure to do so may cause you to lose your turn.

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Run Descriptions

Puppy Play - for puppies 3-11 months old. Puppy Play course will include;

- 12 obstacles max
- Dog Walk (regulation length, set at **3'**high);
- Jumps ;
 - **3-6 months** = bars on ground
 - **7-11 months** = handlers can opt to include 6" or 10" jump bars for puppies than measure greater than 12" at the withers if applicable and appropriate.

Certificates for puppies will be awarded for **Fastest** and most **Enthusiastic** runs!

AAC Games - for dogs 12 months and older, will follow AAC Games Rules whenever or wherever possible.

- Beginners = Dogs with no trialing experience
- Intermediate = Dogs with some trial experience
- Expert = Dogs with at least 1 year trial experience

Standard: This class is including all the obstacles and contacts available for agility. The dog must demonstrate the ability to perform the obstacles safely. More info on page 3-5 of the AAC Rule book.

Snooker: This game is designed to test the dog and handlers versatility while working against the clock. More info on page 3-11 of the AAC Rule book.

Gamblers: This game is designed to test the handlers' strategy as well as the dog's ability to work at a distance from the handler. More info on page 3-7 of the AAC Rule book.

Certificates for dogs will be awarded for **Fastest** runs with a gold star for **Flawless** runs!

If you would like to run a dog 12 months or older with no jump bars, or have other special circumstances, please contact Fun Match secretary Brigitte Eisengruber at: b_eisengruber@yahoo.ca

GENERAL INFORMATION & GUIDELINES

Volunteering & Volunteer Description

All participants are expected to volunteer. Please indicate on your entry form which volunteer position you would prefer. A Fun Match it is a great time to help out with volunteer positions that you may have previously been hesitant to try.

Course Builder/ Ring Crew

Course Builders should be ready to start building as soon as the previous class is finished. The judge or "lead" course builder will provide the ring crew with a copy of the course. Working together with other course builders and the judge there are a variety of tasks that must be preformed to successfully build a run. These tasks can include but are not limited to picking up the numbered cones and keeping them in order, taking down jump bars and moving all equipment as required by the course layout. Typically there are 4-5 course builders and there is no issue for each to find a job within their capabilities.

Once a course has been built most crew will have a ~ 5 minute break to gather a chair and decide where they will sit to ring crew. Ring crew should be as invisible as possible to the teams running but appropriately positioned for direct access to jumps, tire jump and chute. Often a judge will advise where they would prefer ring crew to be positioned. Once dog/handler teams begin to run, it is the responsibility of the ring crew to make sure all jump heights are identical and appropriate as advised by the Gate Keeper. It is also the responsibility of Ring Crew to straighten chute, adjust tunnel ends and sandbags if necessary. Ring crew should move as quickly as possible when performing their functions to help keep the trial running on time. Pay attention to the dog on course in case they knock a bar and be ready to re-set it as soon as the dog crosses the finish line. If a dog approaches you while ring crewing do NOT make direct eye contact, or acknowledge the dog's presence in any way. If necessary you can stand up and turn your back to the dog.

Gate Keeper

Volunteers should have a loud, clear voice that can easily be heard some distance from the ring entrance. The Gate Keeper has a BIG part in helping the agility match run as efficiently as possible with two main roles

1. The Gate Keeper makes sure dogs that there are at least three dogs ready at the line at all times 1) in the ring 2) on deck 3) in the hole. The Gate Keeper should also find out from the judge at what point you can send in the next dog to the start line. Note: some competitors may ask for more space for their dog and the Gate Keeper can help them by being as accommodating as possible.
2. Inform the ring crew when it's time to change jump heights and what they're being changed to. When the last dog of a certain height class goes in the ring, call out, "**Last dog at this height.**" When the last dog in a height class finishes the course, alert the ring crew to move jump heights accordingly. Be firm and assertive, but polite and helpful. Remember that competitors are nervous and tense. Get them in the ring as smoothly and calmly as possible.

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Volunteer Descriptions cont'd

Leash Runner

Responsible for taking dogs collars and leashes from start line to finish line. The leash runner should be as invisible as possible to the handler and dog at the start. Be aware that some handlers may request extra space for their dog. Wait until dog and handler have left the start line before moving in to pick up the collar/leash. Then drop the collar/leash off at the designated area at the finish line.

Scribe

The scribe records the faults/points on each dog's scribe sheet as indicated by the judge.

Most importantly the Scribe must watch the Judge at all times during the run. Do not get distracted by watching the dog and handler, unless a dog is eliminated and the judge allows the scribe to observe the rest of the run.

While handlers are walking the course the scribe may be asked to check the scribe sheets against the running order and make any necessary updates. It is also a good habit to listen for the name of the dog as given by the Gate Keeper or competitor to ensure that you have the correct scribe sheet for that dog. Before the class begins, talk with the judge to get an understanding of his/her hand signals. The Scribe then let's the Timer know when they are ready, so they can let the dog on line begin its run. When the dog finishes the run, the Scribe must get the time from the timer and write it down on the scribe sheet, just as the timer indicates. Repeat the time to the timer to double-check the accuracy.

Timer

The timer will time the dog's run. Time starts when dog crosses the start line and stops when the dog crosses the finish line or obstacle as indicated by the judge. The timer should make sure they are familiar with how to use the timing systems either electronic or by stop watch. Before starting the time, the Timer should check with judge and scribe. If both are ready, let the competitor know they can begin. Ensure time starts as dog passes the first obstacle or the start/finish line. If timer does not start, whistle to let the judge know a restart is required. At the end of the run, communicate the time to Scribe. Ensure scribe has repeated the time back before resetting the timing systems or stop watch.

Scribe/Time Assistant - Provide assistance to the Scribe in handling the scribe sheets and passing them to the scoring volunteers. There may be times when the Ring Crew could use an extra hand. Please watch for this and jump in to help wherever you can.

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Dog-Friendly Accommodations

Mid-Valley Motel & Restaurant, 121 Main Street, Middleton. Phone: 902 825 3433

Directions to the barn:

From Highway 10 : Take exit **18** on **HWY 101-** Middleton, at the stop sign turn left to Middleton. Pass by a Jeep dealership on the left and keep going about 1.5 km to the next stop sign.

- Turn left (Hwy 1) to Middleton. You will pass by the Mid Valley Motel. In Middleton on your right hand side is a Needs convenient store. Turn right onto Hwy # 10, over the Bridge, follow the Hwy. It makes a turn to the left after the Bridge and then stay on this road for about 1,8km (from the convenient store)
- On the left hand side there is a road called "Rogers Road". Take a left there and it will bring you in a subdivision. Stay on this road till what looks like the end of the road, but Rogers road will turn to the right. Go straight ahead and the road will turn into a dirt road. You can see the horse fences. Follow the dirt road along the horse fences and it will end up at the horse barn. Just park and go to the big red building, which is the indoor arena. We will put signs up to help you find the place.
- If you are coming from Hwy # 10: There is an Esso gas station on your left hand side. Pass by and stay on Hwy # 10 till the Hwy starts to turn left after about 2km. Watch out for Rogers Road on your right. Turn onto Rogers Road and follow the instructions above. We will put up signs to help finding the arena.

Tips For Your First Agility Fun Match

Prepare for the match by ensuring you have items you'll need for you and your dog. Review the following lists and pack the items that are appropriate for your match location.

Bring for your dog	Bring for you
Water	Water or other beverage
Water dish	Snacks and potluck
Training treats and any favorite toys	Dress warm
Crate/kennel or x-pen	Rain gear
Blankets or pet bed	Hat for shade or warmth
Collar & Leash	Camp chair
Doggie pickup bags	Comfortable shoes
	Shoes good for running on dirt floor
	AAC-Rulebook
	Stop Watch

GENERAL INFORMATION & GUIDELINES

Tips For Your First Agility Fun Match

Plan to get to the match a little early. Give your dog a chance to walk around and get comfortable. Even if the match is in familiar surroundings, there will likely be strange dogs and people.

Find a location for setting up you and your dog's "camp". Bedding with a familiar scent, a favorite toy, along with water and a small treat, will help your dog feel comfortable.

Volunteer. Organizers always appreciate all the help they can get and now many hosting clubs require that all participants volunteer. Not only will volunteering give you a better understanding of agility as a whole, it is a great time to meet new people, and ask questions.

Before your run, walk your dog so he or she has a chance to limber up and become comfortable. Some dogs enjoy a quick game of tug or fetch before a run. Playing with your dog will help both of you relax. Practice some of the skills you'll need by taking advantage of the warm-up jumps. If your event uses a table, practice quick downs. Ensure your dog has a chance to "potty" before your run. Even during a fun match, accidents in the ring are taboo.

Feel anxious as you enter the ring is normal for many people. Deep breathing and calming thoughts should help; try not to communicate your nervousness to your dog. As soon as you start running the course, you'll become focused on your dog and the course, you won't even notice the spectators.

When you are done running, take a moment to praise, play with, and treat your dog. It does NOT matter if it was a smooth or bumpy run, either way you want to leave the dog feeling agility is fun. Savor the accomplishment of just running in the match; the important thing is that you and your partner participated.

Enjoy watching others' runs and other events. You can pick up handling tips by watching other handlers and dogs.

